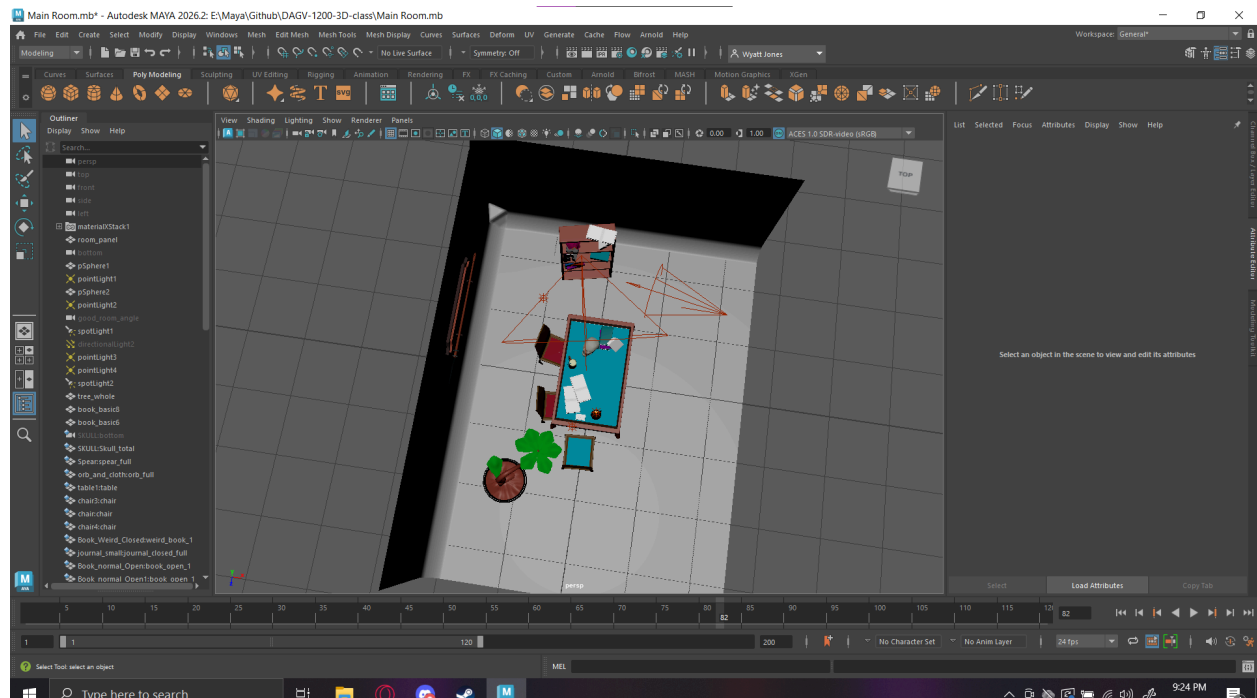
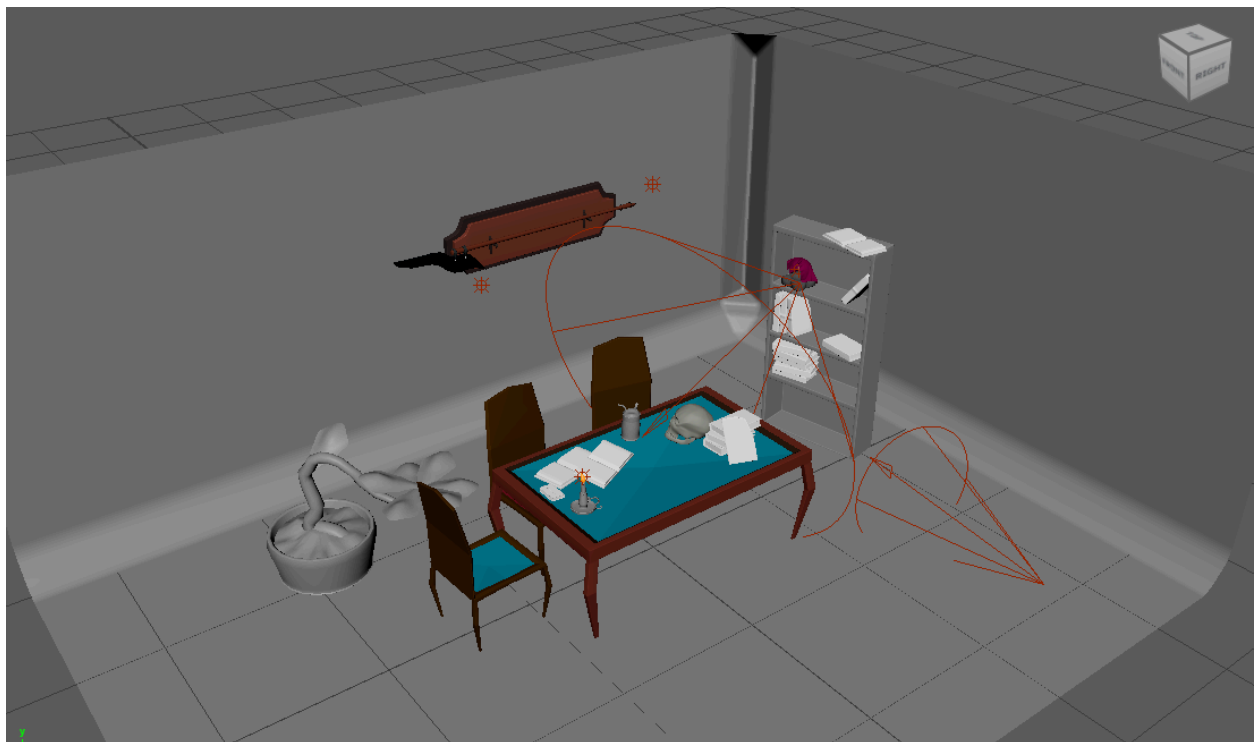


This is really the first proper time I've done an environment scene, I think I've still got so much to learn. I suppose the final result I've gotten out of this work is satisfactory, but I can't shake the feeling I could have done much better. I also played very heavily to the camera. Most of the scene is empty and there is only walls on 2 sides, but I think It played better for the render



As seen from above it is also played mostly in a straight line, playing a foreground background game in front of the camera, trying to keep focus on the props I've made.



This image is more WIP so some of the objects are still missing colors, but I think it demonstrates how I tried to fill the empty space from the render angle, wanting to make the entire frame feel populated and to avoid empty quadrants. I also tried to play a warm vs cold angle with the coloring, the primary lighting in the scene being orange, the secondary light blue, and filling lights being purple as a mix between them and to serve as the base to get objects to be more visible, as well as it being a mix between the two and to soften shadows.



I also played with some metallics near the light source to catch some subtle glint, while being able to keep a darker fit around the light, keeping the focus more on the light itself.

I originally rendered without bloom, but I had a thought of including it, so I re-rendered with just a bit of bloom, and I think it improved it fairly substantially.



This render is also included in the github if you want a closer look at it. I will also submit it separately just for safety's sake.

Github link: <https://github.com/Squishitron/DAGV-1200-3D-class>

(As a footnote, I feel like lighting has always been an achilles heel of mine, and I aim to improve with practice. I especially struggle more to get darker lighting to look good.)